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NPTEL   reviewer1@nptel.iitm.ac.in ▼

Courses » **Problem solving through Programming In C**

Announcements   **Course**   Ask a Question   Progress   Mentor

Unit 2 - Week 1

Course outline

How to access the portal

Week 1

● Lecture 1 : Introduction

● Lecture 2: Idea of Algorithms

● Lecture 3: Flow Chart and Pseudocode

● Lecture 4 : Introduction to Programming Language Concepts

● Lecture 5 : Variables and Memory

○ Feedback for Week 1

○ Quiz : Week 1 Assignment

○ Week 1 Assignment Solution

Week 2

Week 3

Week 4

Week 5

Week 6

Week 7

Week 8

Week 9

Week 10

Week 1 Assignment

The due date for submitting this assignment has passed. **Due on 2018-02-05, 23:59 IST.**

Submitted assignment

The week 1 assignments contains 15 number of questions. Each question carries 1 mark.

1) Some problems may be solved through programming are : i) Search Problem, ii) Path finding **1 point** Problem.

○ Only (i)

○ Both (i) and (ii) only

○ Only (ii)

○ None of them

No, the answer is incorrect.
Score: 0

Accepted Answers:
Both (i) and (ii) only

2) Instructing the computer to do the steps to be followed to solve a problem is called.   **1 point**

○ Programming

○ Processing

○ Reading

○ Showing

No, the answer is incorrect.
Score: 0

Accepted Answers:
Programming

3) English like code to express algorithm is called (i) Flow Chart, (ii) Pseudo code.   **1 point**

○ Only (i)

○ Both (i) and (ii)

○ Only (ii)

○ None of them

No, the answer is incorrect.
Score: 0

Accepted Answers:
Only (ii)

4) A flowchart is   **0 points**

○ 3D representation of a 1D program

○ Pictorial equivalent of a C program

○ An equivalent of a Pseudo Code

○   Is independent of the underlying computer

No, the answer is incorrect.
Score: 0

Accepted Answers:
Is independent of the underlying computer

5) In finding maximum number of 5 different numbers, how many decision box will be drawn in   ***1 point***
the flow chart

○ 4 numbers
○ 5 numbers
○ 6 numbers
○ 3 numbers

No, the answer is incorrect.
Score: 0

Accepted Answers:
4 numbers

6) Pseudocode is used for   ***1 point***

○ A. Denoting the program flow
○ B. Program Code
○ C. For coding the program
○ D. To write program steps

No, the answer is incorrect.
Score: 0

Accepted Answers:
A. Denoting the program flow

7) Converters from High Level Language to Machine Language is called   ***1 point***

○ Interpreter
○ Compiler
○ Both A and B
○ None of them

No, the answer is incorrect.
Score: 0

Accepted Answers:
Both A and B

8) Computer memory has one part, which is called RAM. The full form of RAM is   ***1 point***

○ Random Access Memory
○ Read Accurate Memory
○ Read Alternate Memory
○ Read Access Memory

No, the answer is incorrect.
Score: 0

Accepted Answers:
Random Access Memory

9) Computer memory has secondary memory. The example of secondary memory ***1 point***
is

○ RAM
○ Disk
○ Register
○ ROM

No, the answer is incorrect.
Score: 0

Accepted Answers:
Disk

10) Part of algorithm which is repeated for fixed number of times is classified as   *1 point*

   ○ Iteration
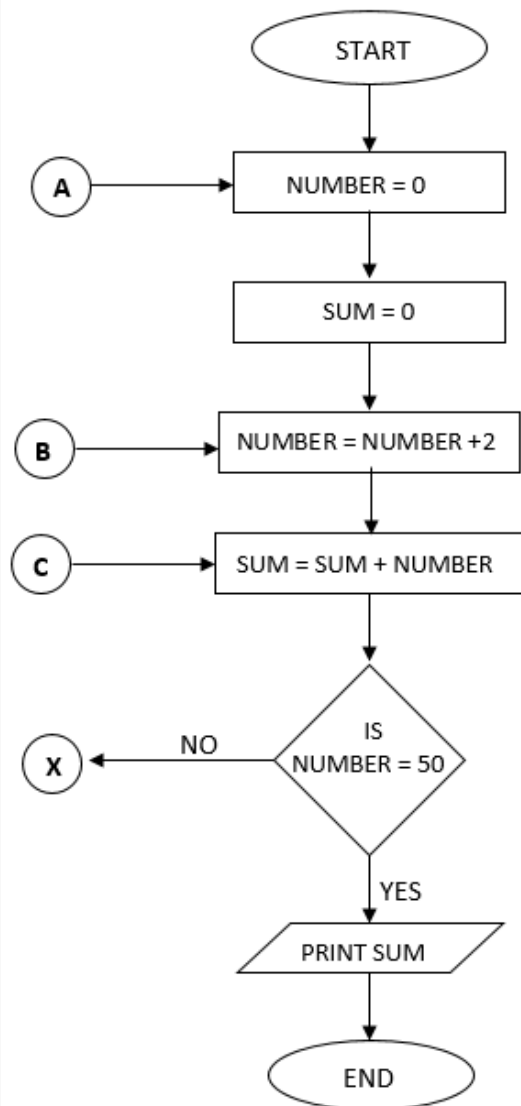   ○ Selection
   ○ Sequence
   ○ Reverse Action

No, the answer is incorrect.
Score: 0

Accepted Answers:
Iteration

11) The following incomplete flowchart add all even numbers between 1 to 50. Complete it by   *2 points*
joining X with the given options.

   ○ Join X with A
   ○ Join X with B
   ○ Join X with C
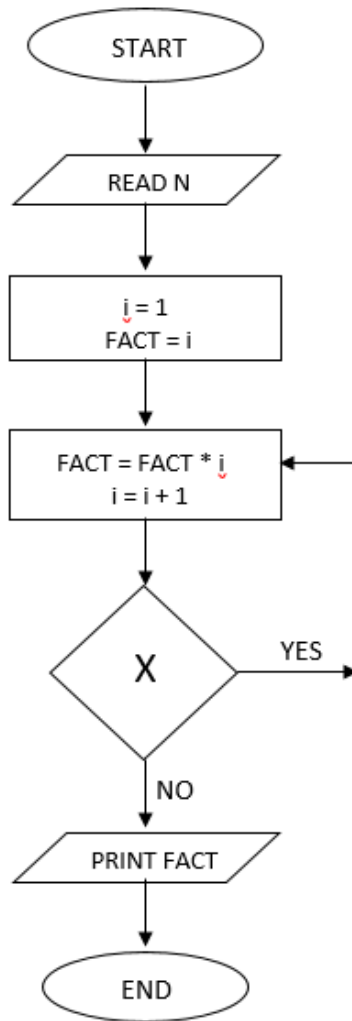   ○ None of these

No, the answer is incorrect.
Score: 0

Accepted Answers:

Join X with B

12) This flowchart calculates the factorial (FACT) of a given number N. Replace the decision box value (X) with the given options.   **2 points**

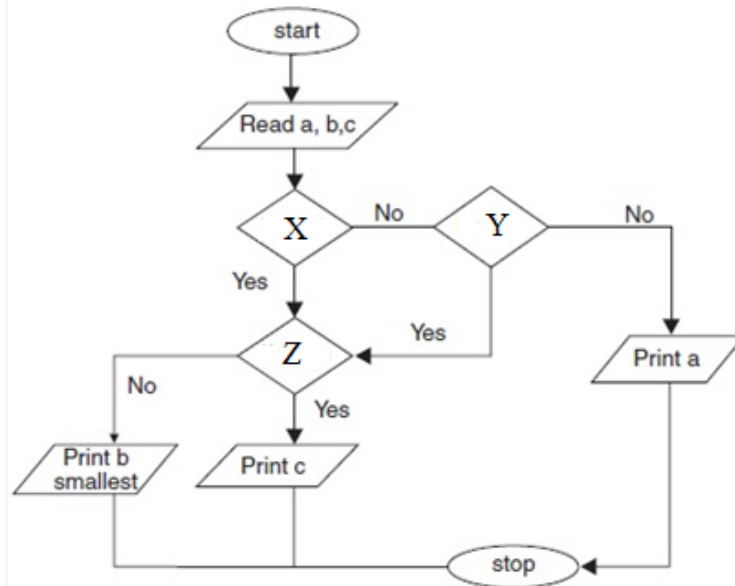○ Is i <= N
○ Is i = N
○ Is i >= N
○ Is i <> N

No, the answer is incorrect.
Score: 0

Accepted Answers:
Is i <= N

13) This flowchart is to determine the smallest of three numbers a, b and c. Replace the boxes X, Y and Z with the given options.   **2 points**

○ X: Is b>a; Y: Is a>c; Z: Is c>a

○ X: Is a<b; Y: Is a>c; Z: Is b<c

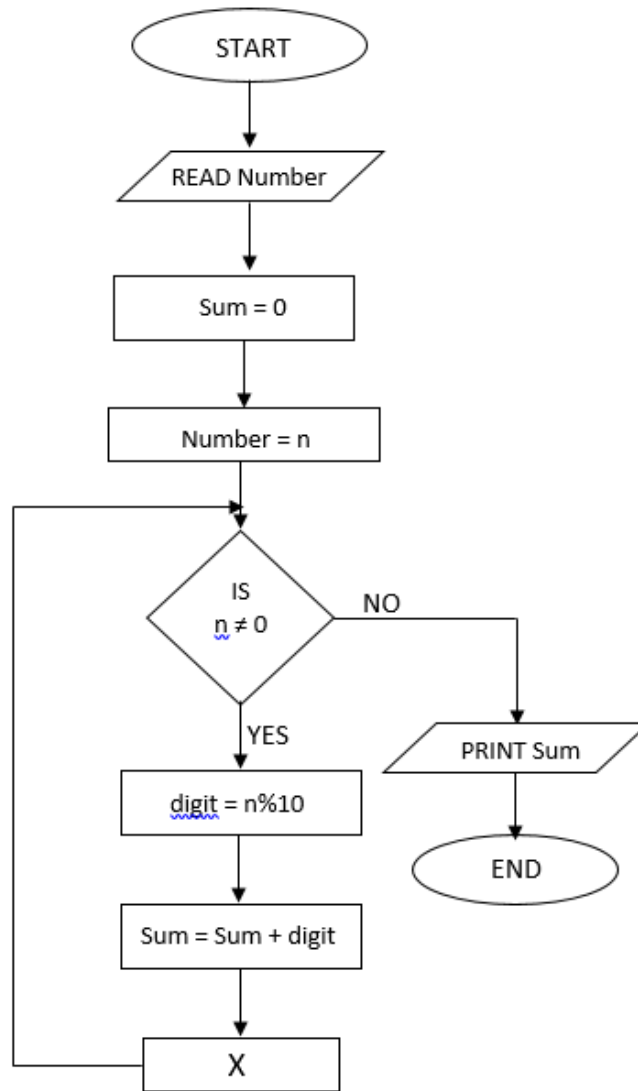○ X: Is a<b; Y: Is a <c; Z: Is b>c

○ X: Is a>b; Y: Is a >c; Z: Is b>c

No, the answer is incorrect.
Score: 0

Accepted Answers:
X: Is a>b; Y: Is a >c; Z: Is b>c

14)The following flowchart calculates the sum of the digits of a given number. Replace X with   **2 points**
suitable options.

- ○ n=n+1
- ○ n=n/10
- ○ n=n-10
- ○ n=n*10

No, the answer is incorrect.
Score: 0

Accepted Answers:
n=n/10

15) An ANSI C Compiler is   *2 points*

- ○ Translates an ANSI C program into the Assembly Code for the underlying CPU
- ○ Translates any version of C program into the Assembly code for the underlying CPU
- ○ Is only functional in a LINUX Operating System
- ○ Is only available in WINDOWS 10 environment

No, the answer is incorrect.
Score: 0

Accepted Answers:
Translates an ANSI C program into the Assembly Code for the underlying CPU

Previous Page   End

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